

INTERZAP

LOOK OUT
HARVEY!
HERE IT
COMES
AGAIN!

GAME _____

SUPPLY CENTER CHARTS

	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914
ESP / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BUD / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
VIE / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
LON / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
LIV / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
EDI / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
PAR / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BRE / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MAR / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
KIE / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MUN / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BER / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ROM / I	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
VEN / I	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
NAP / I	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
STP / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MOS / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
WAR / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SEV / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ANK / T	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
CON / T	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SKY / T	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BEL / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
HOL / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
DEN / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SWI / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
NOR / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SPA / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
POR / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
TUN / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
GRE / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SER / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BUL / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
RUM / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
TOTALS:															
AUS / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ENG / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
FRA / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
GER / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ITA / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
RUS / 4	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
TUR / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
NEU / 12	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/

PLAYERS:

AUSTRIA:

ENGLAND:

FRANCE:

GERMANY:

ITALY:

RUSSIA:

TURKEY:

This is JASTRAB. Why do I have to keep telling you what it is??? Whatever it is, it is produced by Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44511. Phone: 216-7574110. After 9:30 weeknights, Ohio time. Subscription rates continue at 10/\$1.50. Game fees also at \$5.00. Trades are discouraged. This is Mucker Press 1400050.

GAME OPENINGS: The power of advertising is remarkable. Last issue we noted that we had one position left in what was to be the fall game or number seven in the series. We had at least five replies some of which were foolish enough to send money! So...Game number eight is almost filled. This will be the Winter game and will positively mark the end of openings for this year. Three positions need filling at this time. Please advise with a country preference list enclosed if you care to join in. Game Seven (whose Boardman number is 1973EA with thanks to Conrad Von) begins in this issue. Also beginning in this issue is the second version of the award winning LORD OF THE RINGS DIPLOMACY.

DIPCON VI: Our congratulations and gratitude go out to Len Lakofka, Larry Blandin, and the host of others who must have worked a great deal to make this convention such an outstanding success. A lot of publishers will say a lot about what they did at Dipcon without remembering that somebody did some work to make it possible. Again, Len, Larry, et al, thanks and keep it up till next year's mad descent. Personal observations: Chicago, the Windy city, is well named to host a Diplomacy convention. Even when the rooms were empty we imagine that "alt Buchanan and Edi Birsan kept to the microphones to announce something, anything...just to keep the sound of their voices everywhere. The Lord of the Rings games played: For a more factual and dull report of these games we refer you to THE ARENA, a journal of ill repute which deals in these sort of diasters...hroom, Hroom! We strongly recommend a game called DECLINE AND FALL available, we believe, from England for about \$10.00. The price is steep perhaps, but worth it if you have three other sadists to play with. Eric Just as the Roman Empire (all of it) "taught" the game to John Smythe, Ken Valentine, and myself in more ways than one. "IT'S NOT NICE TO TROUBLE THE ROMAN EMPIRE!" Cruuuuunch. Your humble narrator got play THE HUNS who received points for killing people, heheheheheheh. Our personality, after so many Birsan encounters, was well suited to the role although the Romans won in the end. An enjoyable game. 1721, John Boyer's valiant senario, we are happy to report, appears very playable and enjoyable to boot. Poland was practically eliminated in the one game we got into as a replacement for England, but overlooking the nerve of the Ottoman Empire and the Austrian's nerve at doing that, the game is fun to play. THE 19 PLAYER GAMES: Needless to say, we didn't win again. But then, somebody has to win and it wasn't my turn. Doug the Beyerlein, however, won a subscription to JASTRAB for being the first (and only) player to be eliminated in our game. If I had been first, I was going to give myself an all-expense paid vacation to Hopeless Junction for loser lessons. John Smythe, representing the cream, flower, and sugar of Youngstown Diplomacy, won his game outright as Russia, and went on in the finals to tie with Conrad Von Metzke for the final victory. In an exclusive interview immediately after the game concluded, Mr. Smythe (as his friends know him) said: "They all thought we was getting soft, so we showed them!" In another interview, Jeffrey W. Key said "Boo!" Probably the most enjoyable aspect of these conventions to me is the chance to meet and talk with so many of the postal crowd for a few moments. Queen Susanne and Little Walt were regal and sleepy respectively. Conrad Von Metzke proved to be so unlike his written self that we checked as to the possibility that one of the Chicago Bulls had skipped their training camp. Steve Cooper, who made it this year, is as interesting as ARMADILLO is attractive. Eric Just is still Eric Just even after losing some weight. Some weight? He lost more than I AM! An old joke, but still applicable to the delight of us little peoples' egos. Right, John Smythe? Jeff Key promises to write out the rule changes for LORD. Allan Calhauer: How could such a gentle person foist such a bloody game on the world? Edi Birsan: noone really talks to Edi except Fred Winter. Len Lakofka: LEN LAKOFKA? Yeah, you remember him. He's that other aspiringly Polish publisher. If you can get him to sit long enough as I did over some nch, you would find that he is a warm, intelligent, stable, lovable lush. Larry Blandin? as Larry there again? Gary Gebke: Freedom for the Dragon-riders NOW!..or else. Charles Reinsel wasn't there. Neither were a lot of other peoples, but I think all the rest of us had a great time. See you next year.

THE 1973 CALHAMER AWARDS:

1. BEST PUBLICATION: HOOSIER ARCHIVES.
2. BEST GAMEMASTER: CONRAD VON METZKE.
3. BEST VARIANT LINE: TANGELO E PRESS.
4. BEST SINGLE PRESS RELEASE: "The Fall of the House of Ver Plug"--LEN LAKOFKA
5. BEST SERIES OF PRESS RELEASES: "The Dreammaker"--LEN LAKOFKA in IMPASSABLE 1972CJ.
"The Fall of the House of Ver Plug"--LL in HOOSIER ARCHIVES 1972CR
6. OUTSTANDING REGULAR DIPLOMACY GAME: 1972CR--HOOSIER ARCHIVES
7. OUTSTANDING VARIANT DIPLOMACY GAME: 1972Dcx--LORD OF THE RINGS--JASTRAB
8. OUTSTANDING PLAYER: BRENTON VER PLOEG
9. THE McCALLUM MERITOUS SERVICE AWARD: CONRAD VON METZKE.
10. BEST VARIANT DESIGNED FOR THE YEAR: BLACK HOLE DIPLOMACY.

A couple of the awards made me stop and reflect reflectively. Len Lakofka winning two awards should dispell the theory that Poles can't write. I just realized that I typed out the ARCHIVES in HOOSIER ARCHIVES correctly above in one case! This breaks a consecutive string dating back to the earliest origins of JASTRAB. We apologize to Walter Buchanan for the slight. Conrad Von Metzke certainly was deserving of the award for meritious services rendered as Rod Walker was for past years. LORD OF THE RINGS--1972Dcx winning the award for the best variant game pleases me immensely. I guess it is no secret that the game has been my favorite since its beginning. Players make a great game and LORD has some of the best any where...John Koning, John Smythe, Jeff Key, Edi Birsan, Paul Bond, Bob Keathley, Rod Walker, and Eric Just at one time or another would make any game deserving of recognition. I thank you for them.

.....

THE 1973 JOHN AWARDS:

1. BOB KEATHLEY recognized the fact that the award was a Polish John in that there was a shaft extending up into its base.
2. Nobody wins a free anything! The insignia in the lower left hand corner is that of the Ukrainian Liberation Army. The Muckers that presented it to me swore that it was the only one in the store, which is understandable.
3. PAUL BOND: "To be the winner of the annual YUDC 'JOHN' AWARD is an honor I had never even considered within my scope. In fact, I had never even considered it. I don't profess to be the greatest Diplomacy player, but I do have one talent which has helped me in my career. I know how to lose. ((THAT WEIGHED HEAVILY IN OUR CHOICES))

Many people scoff at that saying that anyone can lose. This is not true. Just look at Edi Birsan((YOU look at him)), John Smythe, Randy Bytwerk, and most particularly Brenton Ver Ploeg. People flock to lose to these men. I know of only one person with that all important ability. That is Margaret Gennigan. I can only hope that someday I'll be her equal.

Finally I want to thank all those who helped me win this award: Mike and Betsy Childers, for introducing me to the game; Buddy Tretick for my first postal game and for showing what a true gamesmaster is like; Rod Walker for my second game and my first resignation; and John Koning without whom I could never have achieved this great award." Humbly, PB

4. BURT LABELLE: "I am overcome with emotion. After skibbing with joy for a full 7 seconds, I realized that it just couldn't have been done without help from a real swell guy, Coleslaw Robel, my secret advisor in how to publish and play Diplomacy without really trying. As you all know (and as Stan is convinced), being a super-humble guy like me, while at the same time being so great, is not very easy. My continuing success with ANTARES--Now defunct--Has been the guiding light...nay, the beacon of Diplomacy this year, and my greatest personal reward to date. Also, by following the deadly tactics outlined by John Beshere in FAKIR, I have compiled my stunning record of no wins and one loss, which with any amount of luck will be up to no wins and four losses very shortly. (The tactics I spoke of in FAKIR were those immortalized by John ...you know, "By getting more little black dots than anyone else, you win...etc." For all my publishing errors, incorrect spellings, and duplication errors I'd like to thank John B. And for everything else that is messed up in both Diplomacy and real life, a heartfelt THANK YOU to Stan Robel, the vaulting Pole." S: Humble Burt Labelle
 5. JOHN HENDRY: How did the judges and voters know I do my very best negotiating and tactical planning while on the John??????????
-

MORDOR (KONING)

TA Anorien-Rauros.
 Misty Mtns-Iettenmoors.
 Gap of Rohan-Ieen.
 DA E.Emnet-W.Emnet.
 DA W.Emnet-Isengard.
 DA Dagorlad-Eryn Muil.
 SA Dead Marsdes (S) DA
 Dagorlad-Eryn Muil.
 SA Ithilien-Minas Tirith.
 SA Minas Tirith-Pelargir.
 SA S.Ithilien (S) Minas
 Tirith-Pelargir.
 SA Harondor (S) Minas
 Tirith-Pelargir.
 SA Udon-Minas Morgul.

MORDOR

Barad-Dur, Minas Morgul
 Udon, ~~Dol Ederas~~, Umbar
~~Rivendale~~, Harondor
 Ithilien, Anorien, ~~Ladras~~
 Minas Tirith, East Emnet
 West Emnet, Pelargir
 Isengard, Isen. (13) Build
 One

DWARVES (KEY)

DA N Wild-Beorn.
 SA Anduin Vale (S)
 Beorn-Mt.Gundabad.
 SA Tharbad (S) MEN SA
 Eredwaith. (OTM-Hat)
 SA Misty Mtns II (S)
 Men SA Rivendale.
 SA Beorn-Mt.Gundabad.
 SA Dunland-Misty Mtns III.
 SA Baranduin-South Downs.
 SA Pelargir-Harondor. (R)

THE ELVES (KEATHLEY)

DA Brownlands-Dagorlad.
 SA Mirkwood-Dale.
 SA Lorien Wood-Field of
 Celebrant.

ROHAN

~~Ladras~~, Fangorn Wood
 Dol Amroth, Dagorlad
 Ederas. (4) even

DWARVES

Erebor, Ered Luin II
 Shire, Mt.Gundabad
 Beorn, N.Wilderlands
~~Ladras~~, Tharbad (7)
 Remove one.

THE MEN (BIRSAN)

DA Dol Gulder (S) SA
 West Rhun.
 SA Rhun-Dagorlad.
 SA Rivendale (S) Dwarf
 SA Rivendale. ((OTM))
 SA Eredwaith-Tharbad!
 SA W.Rhun (S) SA Rhun-
 Dagorlad.
 SA Moria-Dimrill Dele.
 SA Carnen-Rhun.

ROHAN (SMYTHE)

DA Fangorn Wood-West
 Emnet.
 SA Lamedon-Ederas.
 SA Eryn Muil-East Emnet.
 SA Rauros (S) Eryn Muil-
 East Emnet.

ELVES

Lorien Wood, Mirkwood
 Moria, Dale. (4) Build
 One

THE MEN

~~Dale~~, Esgaroth, Bree,
 Rhun, ~~Ladras~~, Cairn Dum,
 Wilderlands, Dol Gulder
 Rivendale. (7) Even

Dwarf SA Pelargir must retreat to Tolfalas, Lebennim, or OTB. Rohan SA Rauros
 must retreat to East Fold, Wetwang, or OTB. Rohan SA Eryn Muil must retreat
 to Wold, Wetwang or OTB.

In response to a feeble, half-hearted protest from Sauron the Sickly, We have
 reexamined our position with regards to the continuence of the practice of
 placing collect calls for orders in this game while diecontinuing the idea
 in all other games. Therefore to avoid the taint of prejudice ((EVEN SAURON
 DESERVES A CHANCE)) and continue the practice of malice to all, we hereby
 state that "youse guys is in trouble unless you mails 'em in." This applies
 to moves, retreats, builds, pleas for advice, etc.. I will, of course, take
 orders by mail. From the looks of this last season's moves, the freebies
 in this game had better fall back on their respective illnesses as excuses
 for doing so poorly or should I point out that the struggle for power between
 free peoples does not occur until after Sauron is retired?????

---GRAND STRATEGY MOVES---

SOME FOOLHEARTY INDIVIDUALS HAVE VOICED THEIR OPINIONS THAT JASTRZAB CONTAINS NOTHING
 BESIDES GAMES. NO RATINGS, NO ARTICLES ON FINE PLAY, NO PUZZLES, NO ARTICLES ON TACTICS, HOW
 TO ABERSYATE FAILED ORDERS. WE THEREFORE PROCEEDED TO ENACT A POLICY OF INTERVIEWING THE
 GREATS OF DIPLOMACY IN ORDER TO PERHAPS GILAM SOME GEM OF DIPLOMATIC WISDOM WHICH MIGHT HAVE

DIRECT PRACTICAL APPLICATION INTO ANY DIPLOMACY GAME, REGARDLESS OF THE COUNTRY PLAYED.
 R FIRST INTERVIEW WAS WITH THAT GIANT OF THE HOBBY, JOHN SMYTHE, WHO, ALTHOUGH SHRINKING
 BECAUSE OF HIS DIET, STILL PRESENTS A MASSIVE BARRIER AGAINST ANYONE RUNNING AWAY WITH A
 GAME THAT HE IS IN. THE INTERVIEW TOOK PLACE AT THE BOTTOM OF MR. SMYTHE'S POOL WHICH PLACED
 THIS INTERVIEWER AT A SLIGHT DISADVANTAGE. NONETHELESS, WE WERE ABLE TO PIN HIM DOWN WITH
 THE DIRECT QUESTION: "WHAT'S THE BEST WAY TO WIN?" HIS IMMORTAL REPLY, WHICH SHOULD GIVE
 VENT TO COUNTLESS THEORETICAL DISPUTES, "THROW BRICKS!"

TRAVELS WITH BOND
or, The Perils of Paul E.

1. To be King no more

King Bond was in his chamber room reading The Sensual Hobbit when a servant rushed his room and shouted, "Shire, the minions of Mordor are knocking at our gates!"

Unable to comprehend this strange action of the usually indiscreet narcs, King Bond quickly climbed to the top of his tower to investigate. Once he arrived, he looked out, and true enough, several narcs were knocking at his door -- with a large battering ram.

Leaving the tower and going into the street, King Bond commented to his servant, "I don't understand what that smelly scum hopes to gain by this. And speaking of smelly scum, what is that terrible stench?"

"Alas sire, the true perfidy of the Mordorese murderers shows itself. This army is led by Baron ver Floog, the mad Dutchman, and the smelly scum which you so astutely noticed is the result of an intense bombardment by his pet platypus, Glumpf."

"Oh horrors," said the astonished king. "Only a miracle could save us now." And with those words, he sat down on a nearby, relatively clean bench and waited for several minutes. When nothing happened, King Bond jumped up and shouted. "I said, ~~ONLY A MIRACLE COULD SAVE US NOW!!!~~"

Suddenly, there was a great flash of lightning, a roaring crash of thunder, and the huge gates of Minas Tirith burst asunder, admitting the multitudinous hordes of narcs, drolls, and camp followers that had been waiting outside.

King Bond sighed wearily. "They just don't make miracles like they used to."

After occupation by the Black Army was complete, Baron ver Floog had King Bond brought to the throne room. "Normally, I would have killed you immediately," he said, "but it has long been our union policy to save Bonds. Therefore, I will offer you a chance for life. You must pass through the official dethroning ceremony."

((Since training a king is a long and expensive process, any time a king wishes to abdicate, he must pay the price of his training. This usually consists of a large sum of money and some strenuous physical feat. Early kings tended to cover a great distance on foot and with making the monetary payments. From this has come the phrase, 'a king's ransom'.))

"I am not a wealthy king," said King Bond, cautiously sticking his wallet into his robe. "All I had has gone to fighting the war."

"Very well, Bond," commented ver Floog, "So you will concern yourself with only feats of physical prowess."

"Fair enough, Baron ver Floog. I shall show you the strength of Gondor monarchs."

The next day, King Bond began a series of physical feats never before attempted by a monarch of his girth and statue. He ran the 100yd dash in 14.6 seconds, did 13½ sit-ups, one chin-up, 7 push-ups, lifted 45 pounds over his head, ran the 26 mile marathon in 3 days, 11 hours, 6 minutes, 3.67 seconds, threw the javelin 17 feet, the 8lb. shotput 6 feet, and the discus 3 feet (it would have gone farther but it hit a judge). He then swam the length of his swimming pool and touched bottom only twice. And as a final demonstration of dexterity, he threaded a needle on the fifth try.

Baron ver Floog was astonished beyond words. "I am astonished beyond words," he said.

"Thank you," said King Bond. "Are you satisfied?"

"Most assuredly. We shall now commence with the official ride out of town. My men are bringing the rail now."

And so it was that King Bond left Gondor to explore the rest of the world.

((ED.NOTE: This is the first chapter in what should prove beyond a doubt that the players in 1972Dcx are among the best anywhere. Where else would a deceased player begin a major press effort? It will be interesting to watch the development of King Bond as he travels through Middle Earth concurrently with Saurobond takes the field in the second game))

.....
NEVEST SIGN ON THE PRESIDENT'S DESK-----
THE BUG STOPS HERE
.....

[illegible]

AUSTRIA (KONING): Builds 12A Vienna, 13A Budapest.

ENGLAND (WITT): No Removals Received. GM removes 4F Irish Sea.

FRANCE (DAVIS), Builids 7F Marsailles, 8F Brest.

[illegible]

JASTRAB GAME SEVEN FILLED! ➡

AUSTRIA. Gary L. Burce, 11B-12 Marshall Dr., West Lafayette, Indiana 47906

ENGLAND: Andre Boulander, 909 E Washington, Phoenix, Arizona 85034

FRANCE: Wayne Lantham, 900 West Spring Valley, Apt A7, Richardson, Texas 75080

GERMANY: Joel Klein, 170-14 130th Ave., Jamaica, NY 11434

ITALY: Jeffrey W. Key, 7110 NW Berkley Dr., Kansas City, MO 64152

RUSSIA: Eric Prasse, Box 136S, Rockville, Md. 20850

TURKEY: Bob Keathley, 204 West "G" St., Elizabethton, Tenn. 37643

~~XX~~

LORD OF THE RINGS-TWO FILLED! ➡

MORDOR: PAUL BOND, 221 East Ridgewood, Garland, Texas 75041

GONDOR: EDI BIRSAN, RD5, BOX 6, BRIDGE ST., HOPKILL JCT., NY 12533

ROHAN: DOUGLAS GRAY, 6437 20th AVE. S., RICHFIELD, MINN. 55423

RELIVES: JOHN HENDRY, 17 PRICE ROAD, PEABODY, MASS 01960

DWARVES: CHIC HILLIKER, BOX 119S, BLOOMINGTON, IND 47401

MEN: BRIAN LIBBY, 16 William St., Portland, Maine 04103

I assume Paul Bond is alive and well somewhere. However, just to be on the safe side, Eric Just is hereby designated as the alter-Sauron. Jeff Key has graciously accepted the role of first-standby player in the event that one of these free little gents chickens out later when the going gets rougher.

The only MAJOR departure from the original rules that will be used will be the granting of Minor Rings and Palantirs for Mordor's use. These will be determined by die roll by me and only Sauron will be informed of the results. It is enough to know that he has some. With regards to the minor rings: Sauron may grant them at his pleasure. The free people may or may not accept them, let alone use them. The rules for minor rings are discussed in the rules. However, or in addition, Sauron may give a ring and then "cloud" its powers. ~~At the latter half of the game this should provide Sauron with some degree of~~ diplomatic powers in regards to who comes out the eventual winner, per se. Eric provided us with some excellent examples of minor ring nuances at the DipCon when he was giving rings and palantirs everywhere. ((BALROGS NEVER GIT NUTHIN!)) Ring transfers and their respectability will be transacted through the office of the GM. At any rate, the minor rings will only come into the game if Sauron loses big. Palantirs: Hopefully few in number. Only the Triple Army (Sauron himself) may invoke a palantir. The procedure will be all Mordor forces are ordered except the Sauron unit and a palantir used. I will then either call or air-mail the moves to Paul and he will either call or air-mail his TA move back, preferably call (HINT). In response to (or in conjunction with) a protest weakly put forth by Sauron the Sickly in Lord I, there will be no collect calls for moves. Due to the very nature of the game General Orders will not do you all much good although we admit to having a couple of fairly-competent neutral players in the wings for this game. Suit yourselves. Country positions were assigned with our usual display of fealty, honesty, and Polish logic...Chic Hilliker reminds me somewhat of W a dwarf should have looked like...Brian Libby lives in the Northeast...I like grey horses so Doug Gray should be the horsemen of Rohan...with elvish delight John Hendry, who never seen the game before, is deemed elfish enough to play.. and finally, who better than Edi Birsan to demonstrate those noble virtues of patience, perseverance, stout-heartedness, purity, and Gondor goodness?????

1969BV--FALL 1911 ITALIANS LOSE FOOTING IN GRAPEYARDS, BUT WEARY FORCES REST THEIR FEET IN OTTOMAN EMPIRE

FRANCE (LASKY): 1F Irish Sea-Mid Atlantic. 5A Brest (S) 8A Paris. 7A Munich (S) 1RA Ruhr-Burgundy. 8A Paris (S) 1RA Ruhr-Burgundy.

ITALY (LABELLE): 1F E Med- Aegean Sea. 2F Bulgaria-Constantinople. 3F Mid Atlantic (S) 8A Gascony. 1F Spain (S) 8A Gascony. 5F Black Sea (S) 2A Rumania-Sevastapol. 6F North Africa (S) 3F Mid. 7F W Med (S) 3F Mid. 1A Smyrna (S) 2F Bul-Con. 2A Rumania-Sevastapol. 5A Budapest (S) 2A Rum. (OTM) 6A Galicia (S) 9A Sil-War. 7A Bohemia (S) 11A Tyr-Man. 8A Gascony (S) 10A Bar-Par. 9A Silesia-Warsaw. 10A Burgundy-Paris. 11A Tyrolia-Munich.

AUSTRIA (KNUDSEN) 1A RUHR-Burgundy. 2A Ankara holds. 3A Ukraine-Galicia. 4A Kiel (S) 7FAMun. 5A Berlin (S) 7FA Mun. 6A Warsaw-Silesia. 7A Sevastapol-Rumania. 8A Moscow-Livonia. 1F CHANNEL (S) 1FF Tri-Mid. 2F N Atlantic (S) 1FF Tri-Mid. 3F Prussia Baltic. 4F Armenia (S) 2A Ank. 5F North Sea-Belgium.

FRA: PAR, BRE, LIV, BEL, MUN. (4) Even

RUS: STP, MOS, WAR, SEV, ANK, SWE, NOR, DEN, EDI, LON, KIE, HOL, BER, BEL. (13) Even

ITA: ROM, VEN, NAP, TUN, VIE, TRI, GRE, SER, MON, BUD, SMI, RHM, SPA, CON, BUL, POR, MAR, SEV. (17) Rebuild ONE

The Italian 10A Burgundy retreats to Marsailles by JRHR. The Russian 7A Sevastapol retreats to Moscow by JRHR. Assuming that Burt will indeed build a unit, the deadline will be set for Spring 1912. You may make your orders conditional however you like. The unit built is well behind the lines anyway. Almost had a press release this time.....

XX
XX

1972BQ--SPRING 1905 HOLD MY HAND WHILE I HIT YOU....

AUSTRIA (DASTOLI): A Sevastapol (S) RA War-Mos. A Ukraine (S) RA War-Mos. A Galicia-Warsaw A Silesia (S) 1A Pru-Ber. A Rumania-Galicia. F Smyrna-Eastern Mediterran A Vienna-Gohemia. A Budapest-Trieste.

ENGLAND (KNUDSEN): A St. Petersburg (S) A Moscow. A Moscow (S) RA WARSAW! ((OTM)) ((R)). F Mid-SPAINsc. F Portugal (S) Mid-SPAsc. F Channel-Brest. F Norway hold. F London-Channel.

FRANCE (PANDIN): A Burgundy-Paris. A Picardy-Brest. A Marsailles-Spain. A Gascony (S) Marsailles-Spain.

GERMANY (DEPRISCO): F Sweden-Baltic. A Holland-Ruhr. A Belgium holds. A Munich (S) Berlin-Silesia. A Kiel (S) A Munich. A Berlin-Selesia. ((ANNIHILATED!))

ITALY (BARENTS): F Tunis-North Africa. F Lyon-SPAINsc. F W.MED (S) F Lyon-SPAsc. A Bohemia-Munich. A Tyrolia (S) Boh-Man. F Constantinople-Aegean. A Prussia-Berlin.

RUSSIA (TILSON): A Warsaw-Moscow.

UNDELLINED MOVES DO NOT SUCCEED. THE ENGLISH ARMY MOSCOW MUST RETREAT TO LIVONIA OR OTB. PLAYERS SHOULD MAKE ORDERS CONDITIONAL ON THE DIRECTION OF THE RETREAT FOR THE FALL SEASON COMING UP.

MOSCOW APRIL 1905: Count Potmpkin, Supreme Russian Commander today arrived in Moscow via the newest travel service, Barents Baloons. "The Dutchmen is to be commended on his remarkable success at marketing his hot air!" The Count remarked upon landing in the dross on St. Basils' "With the arrival of the Count in Moscow, Russia will rise again!"

MOSCOW MAY 1905: It is with a sad farewell party, broken only by the cries ((and whispers?)) of glee from upstairis, that Moscow said Good Bye to Tantalizing Timmy's girls. The troupe is being disbanded for the summer to give the girls a chance to recuperate and that TIT may journey to the land of the Southern Sun to add to his knowledge in the art of war. Come fall, he promises to lead the girls on a blitz of the remaining world capitals.

FL FROUBELL: Chapter Three

Fanny was washing her clothes down by the river on sunny day when, from behind a big monster pinched her #3334. "Ouch" She yelled, "what do you think you are doing!" she demanded! "Well I was saying your name in Ent Language, my dear." "Ent tongue, but what is that?" "Comes from Bare Ents that roam in search of Poles, Bears and Birdsends.....

1973AU...FALL 1902

AUSTRIA (KEATHLEY): A Vienna-Galicia. A Budapest (S) A Vie-Gal. F Adriatic-Venice. A Rumania (S) TA Arm-Sev.

ENGLAND (STUART): A St. Petersburg-Moscow. F Norway-St. Petersburg. F North Sea-London. F London-Wales.

FRANCE (SMITH): A Burgundy-Belgium. F Channel (S) Bur-Bel. A Spain-Portugal. F Brest-Mid Atlantic. A Marseilles lie in the sun and drink wine.

GERMANY (LOTT): F Denmark-Sweden. A Ruhr-Burgundy. A Munich (S) Ruh-Bur. A Kiel-Ruhr. A Belgium (S) Ruh-Bur. ((Retreat to Hol, Pic, OTB))

ITALY (REINSEL): A Tyrolia-Trieste. A Piedmont-Venice. F Western Med-Mid Atlantic. F Tyrrhenian-Ionian.

RUSSIA (CORBIN): F Gulf of Bothnia-St. Petersburg. A Galicia-Vienna. A Bohemia (S) Gal-Vie. F Black Sea-Ankara.

TURKEY (DAVIS): A Greece holds. F Bulo-Black Sea. A Constantinople-Ankara. A Armenia-Sevastapol. F Aegean-Constantinople.

UNDERLINED moves do not succeed. The German A Bel must retreat to Pic, Hol, OTB.

GOA: R.D. STUART, 6720 Michael Dr., Cincinnati, Ohio 45243

GOA: Charles Reinsel to Europe until July 27th....

AUS: BUD, TRI, VIE, SER, RUM. (5) Build one.

French build on file.

ENG: LON, LIV, EDI, FOR, MOS. (5) Build one.

FRA: PAR, BRE, MAR, SPA, POR, BEL. (6) Build one.

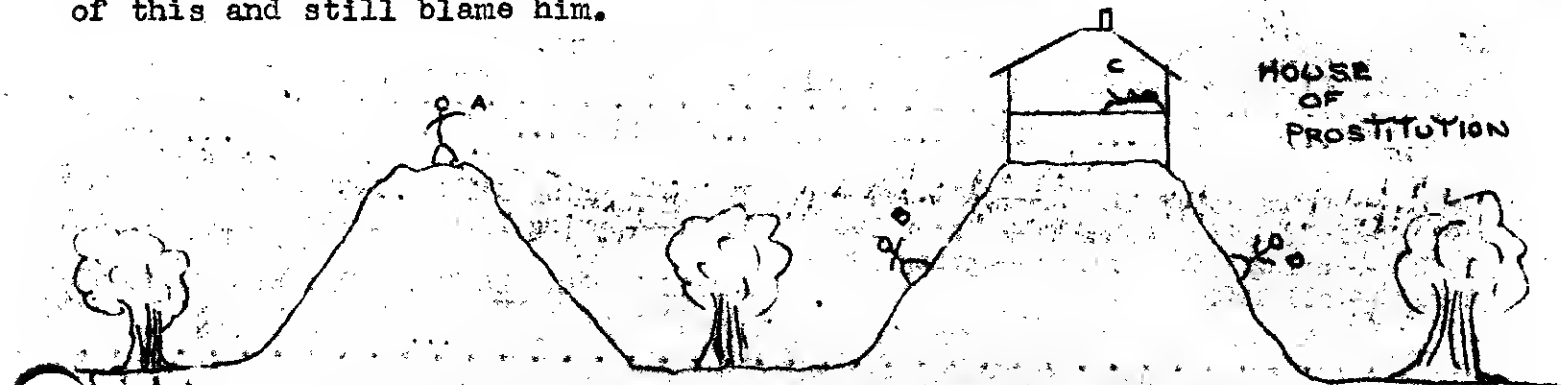
GER: MUI, BER, KIE, DEU, HOL, STE. (6) Build one.

ITA: NAP, ROM, VEN, TRI. (4) even.

US: STP, MOS, AR, NY, NY. (2) Remove two.

UR: COI, AIK, SIN, GRE, BUL, SEV. (6) Build one.

BERLIN: The Kaiser has been in a foul mood ever since one of his spies informed him that the English were to betray us this season. If this is true, we blame everything on the scheming French who seem to have their foot in every door. They were responsible for the Russian attack and his subsequent demise (this is known for a fact despite numerous statements on France's part denying it. He reminds me of John Dean) Since England has been a somewhat faithful ally when informing us of the Franco-Russian attacks and other incidents, we will not make a drastic change in policy on some report. The truth will be out soon and we will learn whether England's "mistakes" were intentional (since he always knew my moves at least a week before the deadline), or that the mistakes were due to his moving twice in a short period. We can smell France behind all of this and still blame him.



A Chic Hilliker Puzzle: There are four different men in this picture. The man inside the house is in bed. Identify each of the different nationalities of the four men from the information given.

1973G---SPRING 1903 LET'S ALL PLAY RING-AROUND-RUMANIA WHILE ENGLAND EVAPORATES....

AUSARIA (VON NETZKE): A Warsaw-Galicia. A Budapest (S) War-Gal. F Aegean Sea-Constantinople.
 F Greece-Serbia.

ENGLAND (HILLIKER): F London-English Channel. F Edinburgh-North Sea. A St. Pete-Moscow
 F Norway-Sweden. A Liverpool-Wales.

FRANCE(KLITZKE): F English Channel-Irish Sea. F Mid Atlantic-North Atlantic. A Picardy B.
 A Marseilles-Piedmont. F Tyrrhenian H. ((Retreat to W Med, Lyon, Tus, Okl.

GERMANY (ELLER): F Baltic-Gulf of Bothnia. F North Sea (C) A Bel-York. A Vienna-Trieste.
 A Munich-Tyrolia. A Belgium-Yorkshire. F Denmark (S) F North Sea.
 F Kiel-Baltic.

ITALY (VERHEIDEN): F Naples-Tyrrhenian. F Tunis (S) Nap-Tyrr. F E Med-Ionian. A Venice-
 Piedmont. A Bulgaria-Rumania. A Rome-holds.

RUSSIA (KNUDSEN): A Ukraine-Warsaw. A Moscow (S) Ukr-War.

TURKEY (DEPRISCO): A Constantinople-Bulgaria. F Smyrna holds. A Rumania-Serbia.
 A Armenia (S) F Smyrna. F Sevastapol-Rumania.

UNDERSCORED moves do not succeed. The French F Tyrrhenian must retreat to W Med., Lyon, Tuscany
 or S. S. Orders may be made on the direction of this retreat.

COA: WILLIAM KLITZKE, 311 Pemroke Hall, University Inn, Whitewater, Wisc. 53190

ROME: Kaiser Fehler built a fleet! Whatever is he going to do with them all? He can of course
 use them to attack England, no doubt picking up the lion's share of the centers in the process,
 but then what does he do with them? He can't send them against Russia because Russia, after
 Sweden, will have little more he can lose. A German sea attack against Austria or Italy would
 be a most singular development, if a bit impractical. That only leaves his soon-to-be-ex-
 French ally, General Klutz. Oh well, that's the way Frankreich crumbles I suppose. If Klutz
 would only come to his senses and realize that a Germany which has s-abbed England, Russia,
 Aus ria and I aly by he end of 1902 isn't about to stop here, perhaps he might save himself
 ye in view of he genuine I alian desire to see he German s omped on. If no, well, chalk up
 ano her one for he Kaiser.

GUESS HIGH LETTER JUST SHAPPED OFF OF THE ELECTRIC CHICKEN??????

MARSEILLES: The Marseilles Meteorological Bureau today offered astonishing
 explanation for the unseasonably warm winds which have been buffeting cur
 nation. The Bureau, working with findings uncovered by our fleet in the Tyrr-
 henian, has determined that the hot air from the south is coming from one spot
 near ROME! The government has been informed and is now making preparations for
 a scientific expedition to observe the phenomenon at close quarters.

PEST PRESS: There's something just a wee tad upsetting about this game...

JASLY GORKI: Take two Tom Ellers in a glass of water and rest....

LONDON: There are four different men in the scene. The one in the House is
 in bed. Identify each man's nationality. Each is different. Answers next test
 DEADLINES...DEADLINES...DEADLINES...DEADLINES...DEADLINES...DEADLINES...DEADLINES...DEADLINES

1972AK--Spring 1907*	1973G---Fall 1903	1969BV--Spring 1912*	1972Dc- (LORD I)-Fri	36
1972BQ--Fall 1905	1973AU--Winter 1902	1969B---Spring 1911	1973??? (LORD II)-Tue	37
1972CQ--Spring 1906	1973EA--Spring 1901			
1972EQ--Fall 1904				

DEADLINES FOR ALL GAMES WILL BE MONDAY AUGUST 6

LATEST HIP SAYING: "SEE YA LATER, WATERGATER!"

THE RULEBOOK. The published rules of Diplomacy (as published in the 1971 edition of the Rulebook) will be followed in all games except where alterations are provided for as in the case of pure variants. Decisions and interpretations of the Gamesmaster are final unless there has been an obvious and demonstrable error. Errors which are not detected by the GM nor called to his attention by a player will be allowed to stand unless, in the opinion of the GM, corrections can be made without disruption of the general progress of the game. Players who detect errors should contact the GM and submit two sets of orders---one on the basis that there is an error, the other on the basis that the adjudication is in fact correct as printed.

IN GENERAL, the rules in the Rulebook are relatively clear and unambiguous. These rules should be interpreted literally. In situations not covered by the Rulebook nor by these House Rules the GM will make the most reasonable and fair ruling possible.

REGISTRATION into a game creates a quasi-contract between players and the GM. The GM agrees to manage the game in a reasonably accurate and expeditious manner, to observe the rules of Diplomacy and his own house rules, and to transfer the game to a new GM without cost to the players should he be unable to continue as GM.

ONLY ONE person may play a given country in a given game at any one time. A player may assign temporary or permanent control of his country to another player not in the same game with the GM's permission. A player must play under his own name unless he has GM permission to use an alias. Players may use consultants for their games without prior permission of the GM. The dual submission of orders is allowed if both parties sign the orders and the GM is notified by both parties previous to the dual submission. Countries are assigned by preference lists. Assignments will be made in such a way that all countries assigned will be no worse than the 4th choice unless absolutely impossible.

PROPAGANDA. Players are encouraged to submit material for publication with any season's orders. Propaganda will not be printed which would be better received in private communications between players or which does not meet some minimal standards of creative effort and general interest. Anonymous press releases and press releases by non-players will be printed on a space-available basis.

GAME SEASONS. There are 5 game seasons: Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds and removals. Ordinarily, Summer is taken with Fall, and Autumn with Winter. In this event, players may write conditional orders. The GM reserves the right to take Winter adjustments with Spring moves in uncomplicated situations or transmit Winter builds between deadlines to speed up the progress of the game.

ORDERS: Orders should be typed or printed, giving game number, country, season, game-year and moves. Orders must be signed; unsigned orders will not be used. If more than one set of orders are sent for a given season, the set with the latest postmark will be used. Players may resubmit or change orders at any time up to the deadline date.

GENERAL ORDERS: A player at his option may submit a sealed set of orders for his game. Each set should be on a separate sheet of paper and should indicate game number and country. General Orders must be signed and should indicate allies, enemies, and general policy objectives. In the event a player's orders fail to arrive, the GM would have a local, anonymous star player make a set of orders for that season using the General orders as a guideline. General Orders once used must be replaced and may be changed at any time.

TELEPHONE ORDERS: The GM will accept orders by telephone or telegram; postal submission is still preferred. Usually orders will be accepted by phone any weekday evening after 8:30 (Ohio Time). Phone: 216-7574110. Collect calls will not be placed to any player if orders have not arrived on the deadline date.

CONDITIONAL ORDERS: If two seasons are to be taken together, players may write conditional orders; that is, submitting ~~retreat~~ for the later season conditionally based on the results of the earlier one. Each result which is possible should be listed (including refusal to retreat, failure to retreat, refusal to build, etc.) and the orders dependent on it listed. If a player submits conditional orders and an alternative not listed occurs, all units whose orders depend upon the earlier result will hold. A player, at his option, may submit conditional orders for the following season with each set of season moves. This is an insurance of some moves always being at hand for the following season.

SUPPORT ORDERS: Support orders must indicate the owning country. (FRANCE: F Brest (S) ENGLISH F Irish to Mid Atlantic); otherwise it will be treated as an order supporting one of the player's own units.

CONVOY ORDERS: Convoy orders must indicate the owning country. (ENGLAND: F U Med (C) FRENCH A Spain to Tunis); otherwise it will be treated as an order convoying one of the player's own units.

REMOVAL ORDERS: Removals required but not ordered will be made by the GM using the following priority list: A. Farthest unit from the nearest home supply center still owned; B. Fleets before armies; C. First space in alphabetical order.

RETREAT ORDERS: Dislodged units for which a specific retreat order is not written will be disbanded and removed from the board. A player always has the option of ordering a retreating unit to dieband.

REPLACEMENTS: Players will be replaced after having missed two consecutive seasons of moves unless they inform the GM of their intent to continue playing in the game. Standby players will be called forth to submit a set of orders after a player's first failure to send in moves at times. No permanent replacement will be made without at least two week's notice to the players in a game. Standbys will either be subscribers, tradere, or players in other games.

DECEPTION: Deception of the GM is not allowed. Deception for other players is allowed. The violation of this will result in disappearance.

VICTORY: In addition to the provisions of Rulebook II, a player may win by concession. If concession is proposed, either by the proposed winner or by another player, the GM will then conduct a vote on the question. The major (controlling over 25 centers) players in the game must unanimously agree to the concession.

DRAW: A Draw may be declared in two ways: In a deadlocked situation when all surviving players agree to a draw; or if no change in the supply center count occur for three consecutive game-years, the GM may declare a draw with the consent of a simple majority of the players. See Rulebook II.

KONING'S RULE: Rulebook I 7 and Example 5. If two units are ordered to the same space and one of them is dislodged by a unit coming from that space, the other unit may make the move.

WELL'S EXTENSION (OF KONING'S RULE): Rulebook II.7 and Example 6. Koning's rule operates if the dislodged is supported in its attempted attack.

TURNER'S EXTENSION(OF KONING'S RULE): Rulebook II.7 and the Note below example 6. If two units attempt to move, each to the space occupied by the other, and one of them succeeds, the space it has left is not "vacant due to a stand-off" and is available for retreat by any other unit dislodged from a third space.

MILLER'S RULE: A unit ordered to support in a given space and is dislodged by an attack the space into which it is giving support; its support is thereby cut. Rulebook " and E

.....